Lost Ruins of Arnak

Promo Cards

1

Saxophone
Use the effect on the silver side of up to three available on the supply board.
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2

Saxophone

This is similar to the effect of *Coconut Flask*, except that you may use the effects of 1, 2, or all 3 assistants.

The *Saxophone's* effect counts as your main action for the turn, even if the assistants' effects are free actions. The assistants are not exhausted after being used on the supply board. If you use this to generate a travel value, that value is wasted unless you use it in a free action before the end of your turn. Note that the effect cannot be applied to an assistant on the assistant rescue space of the Snake Temple research track, nor to an assistant on the supply board that is under the top tile of its stack.

If the artifact-discount assistant is available, you could use its effect to buy an artifact – even an artifact like *Coconut Flask*, which would allow you to buy another artifact, all as your main action. In cases like this, where you are buying multiple cards from the card row, don't forget that the row is not refilled until the end of your turn.

2

Soothsayer's Runes
Choose an opponent's deck. Pick any card from the deck and copy its effect. Then place their card on top of their deck.
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1

Soothsayer's Runes

copy: When the *Soothsayer's Runes* copy another card's effect, you use the Runes as though the other card's effect were printed in the Runes' effect box. If the card says "Exile this card to ...", then you must exile the Runes (not the opponent's card) to perform that effect. The tablet cost is not considered part of an artifact's effect, so if you play the Runes from your hand, you pay , regardless of whether the card you copied is an artifact.

Notes

- You do not shuffle your opponent's deck. All cards must be left in the same order, except that your chosen card is placed on top. You cannot choose an opponent with no cards left in their deck.
- If you copy a *Fear* card, the Runes' only effect will be to place that card on top of your opponent's deck. You cannot copy travel symbols.
- After looking at the cards, you may choose to copy none of them, but you must still choose one to place on top.

Effect in the solo game

In the solo game, simulate the rival expedition's deck as follows:

Shuffle together all artifacts and items your rival has acquired. Draw 3 at random. These 3 are the cards currently available for you to copy.

3

Alicorn

The Alicorn's mystical properties soothe the savage beast. In fact, the savage beast is so soothed that it falls asleep and cannot offer you its boon.

CREDITS:

Game Design: Mín & Elwen | **Art:** Ondřej Hrdina, Jíří Kůs, Milan Vavroň, Jakub Politzer, František Sedláček

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